

# Quick start guide for SigMath

by

Georg Berschneider

Version: June 16, 2011

In this introduction we want to make you familiar with navigation within SigMath and SigMath's start window.

## Navigation

Navigation within SigMath is similar to navigation on web pages. By clicking *links* one can change pages. Navigation via keyboard involves the following keys:

- *ESC* closes the current page if the documents allows it.
- Using the cursor-keys or mouse wheel one can move text that is not fixed to a certain position.
- If the page contains hidden elements (e.g., for a presentation), they can be shown by *PageUp* and *PageDown*.

In SigMath every document is shown as an animation, i.e. SigMath is repeatedly redrawing the content of the page. To stop a running animation press *CTRL + Space* simultaneously. Hitting *CTRL + Space* again or left-clicking in the window the animation is resumed.

The interactive elements (indicated by changing the appearance of the mouse cursor when placed above them) allow to interact with SigMath. They allow to

- change to a new page (by left-clicking them);
- execute one (or several) commands (by left-clicking them);
- move objects (press left mouse button and move the mouse);
- change the value of a variable: hold the right mouse button and move mouse up/right or down/left

OR left-click the element; then enter a new value in the appearing input frame (remove previous value by using the *DEL* key).

Clicking on *Close* or hitting the *ESC* key quits the program.

## The Start Page

Available elements of the start page are described in the following:

<i>Close</i>	exits SigMath (alternatively, press <i>ESC</i> )
<i>About</i>	shows a new page containing information on the SigMath version
<i>Help</i>	opens up the online help
<i>Home page SigMath</i>	launches your web browser to show SigMath's home page
<i>Start</i>	opens a dialog window where you can select and open SigMath applications
<i>Options</i>	allows to change options of the SigMath program

## Options

Clicking *Options* on the SigMath start page opens a new page. The following options are available:

<i>Screen mode</i>	allows to change the graphical resolution and appearance of SigMath (toggle by clicking on either <i>full screen</i> or <i>window</i> ) and uses the resolution specified by vertical and horizontal resolution given in pixels.
<i>Frames per Second</i>	toggles the rate SigMath is showing the current page
<i>Busy waiting</i>	After SigMath finishes all computations for the next frame and before it has to compute the following frame, SigMath either executes an empty loop ( <i>true</i> ) or uses sleep mode of the operating system ( <i>false</i> )
<i>Confirmation</i>	SigMath commands that alter the content of files need a confirmation before executing. To disable this confirmation message, press <i>CTRL + F12</i> . Again pressing <i>CTRL + F12</i> restores the default behavior.

After changing parameters one returns to the options page by either clicking *Back* or hitting the *ESC* key. All changes can either be discarded a clicking *Cancel* or saved by clicking *Save*. Note that changes of screen resolution will only take effect after restarting SigMath.

All options are saved by SigMath to the file `options.txt` contained in SigMath's program directory. Thus, instead of using the graphical user interface all options can also be changed by editing `options.txt`, directly. The following modifications are possible:

Option	Value
#language#	Deutsch or English
#fps#	number of frames per second
#busy-waiting#	true or false
#fullscreen#	true (full screen) or false (window)
#taskbar#	true (show task bar) or false (hide task bar)
#width#	horizontal screen resolution in pixel
#height#	vertical screen resolution in pixel
#confirm#	true (Confirmation before write access) false (no confirmation)
#confirm change#	true ( <i>CTRL + F12</i> switches confirmation behavior) false ( <i>CTRL + F12</i> takes no effect)